



2011 Vidya Gaem Awards: Q&A (version 1.1)

Next Year

Will there be a 2012 /v/GAs?

It's a long way away, and anything can happen between now and then. Some of us are keen to do it again and some of us aren't. Really it comes down to who's willing to put the work into it, just like this year.

How do I get involved next year / I want to volunteer

Like we said, December is a long time away. If we end up doing it again and you're still interested by the end of the year, you can email us at vidyagaemawards@gmail.com. The best thing I can recommend when the time draws closer is to join Steam chat when there are threads around: that's how we got everybody this time.

Next year, if this grows in popularity, will you send invites to Industry heads such as Gaben?

It depends on a lot of things, including who is involved. We know /v/ loves hearing from Gabe, so who knows what could happen.

Will you add more categories for next year?

If it happens again it's almost guaranteed that the categories will be significantly different, including adding new categories and removing some categories.

The Team

How many people were involved in the production?

There were about 14 people who did 99% of the work, all of whom are listed on the credits at the end of the ceremony video. Apart from that, there were a number of people who sent in videos for the ceremony (who were credited when their identities were known) and dozens of people who helped out with choosing nominations and other assorted things in the Steam group.

How did each member of the main team end up getting involved with the project?

Nighthood started by posting a thread on /v/, Clamburger replied via email and everybody else hopped in from the Steam group.

With the whole Duke hosting it thing, possible dragon dildo awards, and that awesome logo, I felt like I just really wanted it to actually happen. I don't feel I did as much as some other people, which makes sense because people like Ryan did a LOT, but I helped in every way I felt I could.

Writer - I was bored around Christmas and decided to see what all the fuss was about. They had done the nomination process, and were looking for images to set up the voting page, so helped out with that. Votes were done and the few who were left in the Steam chat volunteered to help out. Started writing summaries just so we had some material to do test runs out, and ended up doing it all.

How the dicks did you even stay together? Everyone knows these things fall apart within 2 weeks.

Good communication, the determination of a few people and a lot of luck.

How did you communicate with everyone?

Steam Chat was our main base of operations. For some of the more complicated stuff we used Pastebin, followed by Google Docs, and then later a wiki.

Where do you guys live?

All over the world, including the UK, Australia, Canada and the US.

Are you from Reddit?

Some of us go on Reddit, but none of us are from Reddit, nor did any of us encourage Reddit to vote.

Why did you let that fat Brit fag run shit?

Apart from the first few days, he wasn't really running anything. There was no singular person in charge of everything, everybody had their own thing that they were working on. Rumours of his interference are greatly exaggerated.

Will the people involved be dropping anyone who was not, or minimally beneficial to the project in order to better handle any future ones?

We'll take anybody who is willing to help, so long as they aren't actively working against the project.

Preparations

Exactly how long did it take for you to organize everything, or was it simply spontaneous?

Nighthood posted a /v/ thread on December 12th, and on the same day the domain was registered and the Steam group was made. By the 14th most of the categories were decided, by the 17th the nominations were decided and voting opened on the 22nd. Voting finished on January 1st, votes were confirmed by the 3rd or so and from then we started writing and working on the video. By the end of January things were very close to finishing so on February 6th we locked in a stream date and on the 11th it was streamed.

I'm curious if you had content ready for any game that won an award. Or was it all just ass pull after the votes were cast.

We were too busy sorting out categories and nominations to do any writing beforehand. All of it was written once we knew who the winners were.

Did any game dev or publisher tell or ask you anything before streaming?

Nope.

Was there anything in particular that you guys wanted to add but couldn't?

There were a few categories we had to cut, in particular the Weeaboo Award, which was cut since there weren't enough nominees and Monster Girl Quest would have swept anyway.

Writer - I would have loved to done a summary of each game in the 'least hated', instead of just the winner. In particular, MGQ and Ghost Trick I felt deserved to be put in the spotlight at some point. There just really wasn't enough time at the end to do this.

Voting and Nominees

How did you remove Reddit votes?

Everybody who followed a link to the site from Reddit had reddit.com in their referrer and we were able to detect this and discard their votes afterwards (as well as every other website except 4chan). It's not a perfect approach and we'll be looking into alternate methods if we do it again.

There were some suggestions on /v/ threads to only open voting when there was a thread on /v/ active, which is an approach we may use. It's important to remember that in most cases, the Reddit and 4chan votes were the same (as much as /v/ likes to deny it), so instead of just focusing on that we'll look at adjusting the categories and doing some other things to make sure one or two games don't white-wash again.

How were the nominees picked?

People were able to nominate on the website (and you can see this data at [1] for each category. Once we had a nice chunk of data we made an announcement in the /v/GA Steam Group and invited everybody to come into chat to help us narrow it down. We did it a few times, first narrowing down each category to 7 and then to 5 nominees each. It wasn't very popular (a few dozen people maybe?), which is a result of either /v/ not caring or us not making enough threads. We suspect it's a bit of both.

How and where do you vote in the polls that choose these results?

Nominees were discussed in an earlier segment. Voting started on December 22 and ended on January 1, and many threads were posted on /v/ to advertise it. In all we received about 173,000 votes across all categories.

Why wasn't SW:TOR nominated for stuff like Blunder of the Year?

During the time we started nominations and stuff, TOR wasn't actually released yet, so most of the hate for it hadn't really been justified yet. It was nominated still for bad voice acting because since trailers were already out for it you could see examples. It was only really later that TORTanic threads and stuff were happening so it was too late.

Have you considered changing the way votes are counted? Because this method seems better. <http://www.youtube.com/watch?v=3Y3jE3B8HsE>

It is certainly something we will consider.

Writer - this is exactly the system I think should be used. It would even things up a lot, and give voters split between lesser played titles a chance to compete with the AAA defaults. It still also leaves things fair for a big title to compete if it's genuinely great. Good video.

Can you answer the whole "Sign in through STEAM" thing?

We thought it was the best way to prevent duplicate votes, and we believe we succeeded in that goal. That said, we didn't even consider the fact that it might introduce some bias, so if we were to do it again we would have a look at alternate approaches.

Could you have rigged the votes to your favor?

Easily. But why would we want to?

Why didn't Mark Hamill win? He has 700 votes to Stephen's 672.

Mark Hamill won in 4chan votes but didn't win in 4chan + NULL votes. The reason we included NULL votes is because by default, writing a URL on 4chan doesn't automatically create a link (unless you have a userscript or extension of some kind), which means you have to copy and paste the URL to access the site. This results in a NULL vote. While it is true that not all NULL votes were from 4chan, if we excluded NULL votes we would have excluded a substantial portion of 4chan votes. As has been stated in other questions, we will look at alternate approaches next time to avoid this sort of thing.

Videos

Why was the quality so inconsistent?

We only got a few skit videos, so we had to make do with what we had. With any luck, we gathered a bit of 'faith' in the project and might get a range of really good quality submissions to pick from next year.

Were ALL of the videos in the awards MADE for the awards?

Some of them existed prior to the ceremony, but all of them were sent in via email by their creators. The clips for the award nomination/announcement videos were just stolen from youtube.

What was the game that had "The Console Wars" in it?

Hyperdimension Neptunia.

What was that To the Moon video referring to?

Kerbal Space Program

Can you give us sauce on all the footage you used?

There was a LOT of footage used, particular for the nominations, and unfortunately we didn't keep track. If you want to any specific thing feel free to email us and we can probably find out.

What music was used for the end credits? - added in 1.1

[It's A Golden Show](#), from the Catherine soundtrack.

Response

Do you think it was worth doing all this?

Hell yeah motherfucker.

What do you feel the response to the event has been like and how do you feel about it?

The response during the show and immediately after was really positive. It wasn't until the dust settle that /v/ started hating on us. A few people have told us personally that they enjoyed it (no, they weren't Redditors) so that's enough for us.

If you liked or didn't like the awards, we'd love to hear constructive feedback on what you think we did well and what needs to be improved. We really need feedback beyond just "good" and "bad" to be able to figure out what to focus on and what to avoid.

Did you realize that /v/ would hate everything, no matter how good it was?

To be honest we weren't even thinking about /v/'s reaction beforehand, especially since we didn't expect

13,000 viewers (we expected a few thousand at the most).

Are you guys taking /v/'s butthurt and drama seriously?

Raging is /v/'s national pastime, so we take it with a grain of salt. Constructive feedback will always be listened to.

Why did Bastion and Valve win everything?

For starters, because they won the votes, but; we weren't thinking at the time of the implications of two games winning a good chunk of the awards. Plus, as odd as it sounds, we weren't really looking at the results as a whole: each award was its own little thing that we prepared separately. It's something we will definitely be keeping a close eye on next time.

Did you know that Bastion and Portal winning everything would piss everyone off like it did?

We didn't know that /v/ would go ape-shit over it, but in hindsight the rage is probably fair. If we do it again we'll have categories that give the "underdog" a better chance instead of putting them up against the likes of Portal 2 and Bastion.

How come 6/10 is the lowest I can rate the /v/GAs?

Good point. Next year it will be amended to a lowest possible 7/10 to reflect modern game rating standards.

How much hate mail did you receive?

None, although there's still time.

How did /v/GA get taken serious/get popular? I've seen plenty of /v/ jobs and I can't figure out what makes some tick and some fail.

Apparently some sites thought it was worth news coverage for reasons we are still unable to comprehend. It wasn't even that popular within 4chan until we got the sticky, which is why a lot of people were saying that they didn't even see the nomination / voting stage or knew that it even existed. There was also a shitload of luck involved.

What are some of the decisions you regret making?

People didn't respond well to Nighthood's speech during the Least Hated award, so I should have taken that out, and there's one clip for Ghost Trick I wish I'd switched out for a better one since I really like that game. I also regret a lot of the transitioning work I did. Crossfades and fadeouts were the best thing I could do that didn't totally look like amateur hour (the alternative being 3D FLIPS and STAR WIPES). There are a lot of things where I was bound by limited skill, and hopefully if I ever do anything like this again I'll be more skilled at that time so I can do a better job. (editor-kun~~)

Writer - I wish we had cut down ThePuppetPlayer's submission more, to fit the pace of the awards better. He made some good points, but it really slowed the whole thing down. Also regret not really having time to ask him for a re-do with a better defined goal. Also wish we had more time at the end to see the final

cut and shorten some of the skits which really dragged on.

Did you guys get any feedback from any developers or messages of thanks or something after the airing?

Supergiant Games (Bastion devs) [Twitter feed](#)

Eidos Montreal (Deus Ex devs) [Twitter feed](#)

Geoff Keighley (Spike VGAs) [Twitter feed](#)

Logan Cunningham [Twitter feed](#)

iJustine [Twitter feed](#)

Notch [Twitter feed](#)

Duke and Nyanners

How did you get Duke and Nyanners to be nominators?

We asked nicely.

Will Duke host next years awards?

It's too early to say either way.

Did Duke read from a script or was everything he said in his opinion?

Writer - I wrote all the stuff bar a few adlibs. Most of the winners weren't my picks, so the process of writing was a combination of:

- having spent a lot of time through the year on /v/ reading generals
- making new threads on /v/ to collate opinions subversively
- chatting with various /v/virgins about what they thought

Really it was just trying to represent why I thought /v/ chose what they did, getting as many points across in a short time as possible to keep the pace up. Everyone involved had full access to view the script as I updated, and Duke negotiated some wording changes which turned out really well.

The words that Duke was saying, who wrote all that? Collab, or what?

This should answer the question along with a wider scope.

All of Nyanners' and almost all of Duke's lines were written in advance by the writer.

Duke freestyled a section of the intro, as well as various outbursts during the award summaries. Duke also collaborated on various phrasings which sounded weird out loud. He refused to say the word, "Buzzword".

The Best Gamers wrote their entire presentation. (It's probably safer to guess they just made it up as they went along)

The Puppetplayer wrote his entire presentation, however the writer chopped the audio down to fit under 2 minutes.

Nighthood largely wrote his outro, with some loose guidance from the writer to fit in with the surrounding

material.

Why'd you reject General Ivan?

Writer - This goes for foreverpandering as well, as I believe he falls under the same rumour. I'm not sure if they were promised anything earlier (falsely) for this year, but we had committed to our plan and I apologise if they were denied after we started working on the show (which I'm still not certain is anything but a rumour). I'd welcome these two to be involved if they still wanted to next year, as well as consider other suggestions since we have a bit more time.

How long did it take to record all the voice parts? Are there outtake reels that will be released later?

Writer - It took about two and a half weeks for Duke, and about a week for Nyanners. They both did revisions themselves and just sent the final cuts to us. There's only a few things we had to get re-recorded, so the "outtakes" wouldn't be interesting, just slightly different phrasings or pace.

THE BEST GAMERS

What was it like working with The Best Gamers?

They were in character all the time, even when sending emails. Apart from a few emails back and forth they just did their own thing.

Was the bit where the Best Gamers got complained at by the host staged?

Nope. We got the Best Gamers' video as a .mov on the 5th of February. We actually have no idea where they got that audio, it was all of their own initiative. Most of us thought it was pretty funny, apart from Nighthood who didn't find out until he saw the stream with everybody else.

Did you like the best gamers?

Some of us thought it was hilarious because we were all working with Nighthood and having The Best Gamers rail on him was funny as hell to us. Some not so much. We realized that /v/ probably wasn't as amused as we are, but we didn't want to edit their submission on principle.

Award Ceremony

Are the winners actually receiving anything, or is this strictly an honorary thing?

We might send out some emails, but apart from that we have nothing planned.

How did you not get banned from twitch.tv?

I dunno it's prolly cus 13k viewers means a lot of DOSH for them or somefuck. -thorkell

How much time did it take to render and upload the whole thing on YouTube?

Render took 8 hours - rendering the final in four 30 minute blocks then one final render which took four hours by itself. This had to be done because my PC didn't have enough memory to render a watermark for 100 minutes on top of 720p video. This isn't accounting for the render times for the individual nominee / winner videos which were about 20/30 minutes each.

The upload to YouTube took about 6/7 hours, which is mostly due to terrible Australian internet.

Will you be sure to host it on different media sources next time?

It was always our intention, however we never really got around to it because we didn't think it was necessary. Obviously, we were wrong, and will make it a higher priority next time.

What happened to the fattest game dev award?

>he didn't watch until the end of the video!

Dosh and PROMOTIONS

are you going to seek sponsors next year?

TOTALLY IF BAD DRAGON SEES OUR 13k AND WANT IN ON IT. HELL YEAH -thorkell

Why no dragon dildoes?

Bad Dragon wasn't willing to sponsor us (which was certainly fair) and as it turns out Dragon Dildos are quite expensive so we couldn't afford to buy them.

Did you guys fund this out of your own pockets?

The only costs we had were hosting the web server and buying the domain, which weren't a whole lot. We paid for it all ourselves.

Would the /V/GA's be interested in doing some kind of kickstart for funding?

It's the kind of thing that can't really be improved by throwing money at it. Well, it can, but you would need a shitload more money than anybody on /v/ is willing to contribute.

Will you be taking donations next year? Your production values need to go up a notch.

See above. If we do take donations, it will go towards things like webhosting.

Unsorted / Miscellaneous

Could you please send your critique of the VGAs to Geoff Keighley?

He was [watching](#), so he already knows.

Did anyone from Spike ever try and contact you? Did any other faggots from other communities contact you directly and try to get involved? How did you deal with this?

Nobody from Spike, nobody from other communities. The whole team involved had been around since before other sites got hold of the news. Even now, we haven't been approached by anyone - thankfully people have kept to just asking questions here.

Will the /v/GAs be doing a "preliminary" show detailing the highlights of E3 2012?

There are no plans for anything like that.

What happened to Bro Team being in the /v/GAs?

It was something thrown around in early stages but nothing eventuated. We made a thread during the production process, asking if he should be pursued, but there was an extremely negative response. Still, if something had been submitted we probably would have slotted it in the ceremony anyway.

Why didn't you answer my question?

Probably because it was either retarded, not relevant to the awards, not relevant to the group as a whole, already answered as part of the other questions or not really a question at all. If you're that desperate for an answer, shoot us an email at vidyagaemawards@gmail.com